

FIGURE 1

# HIERARCHICAL LEVEL

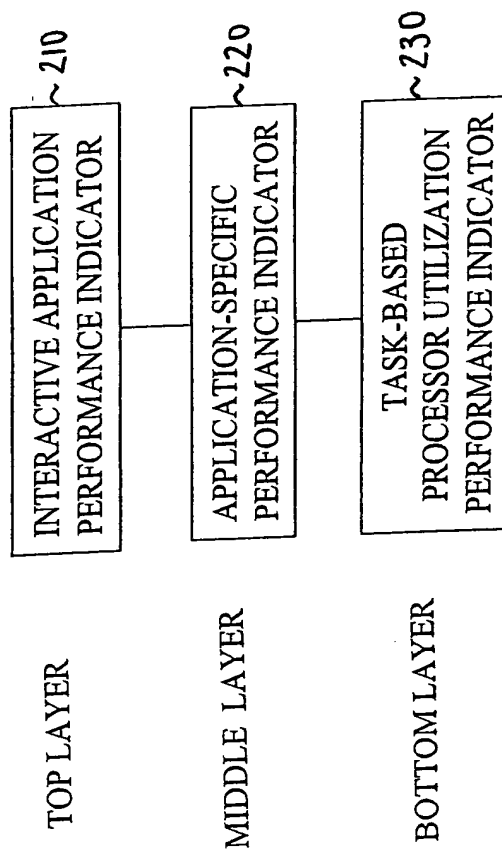


FIGURE 2

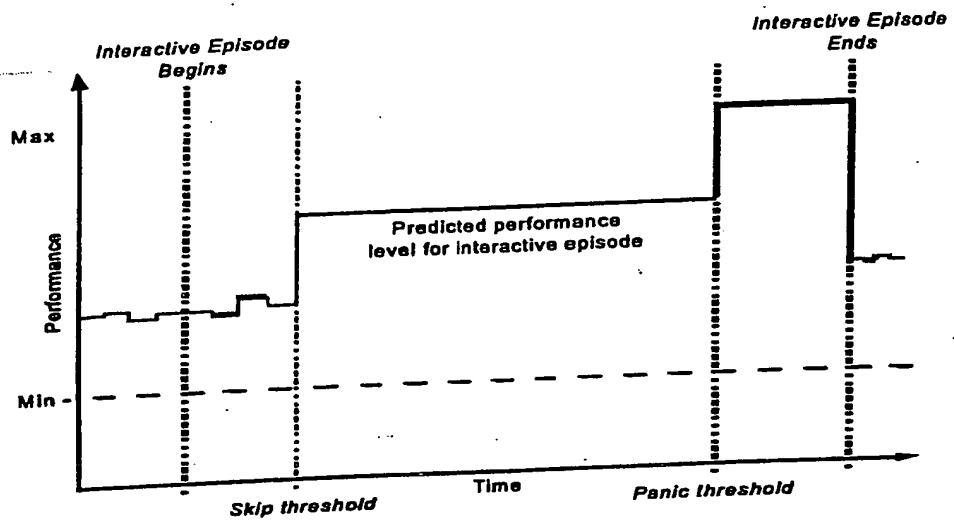


FIGURE 3

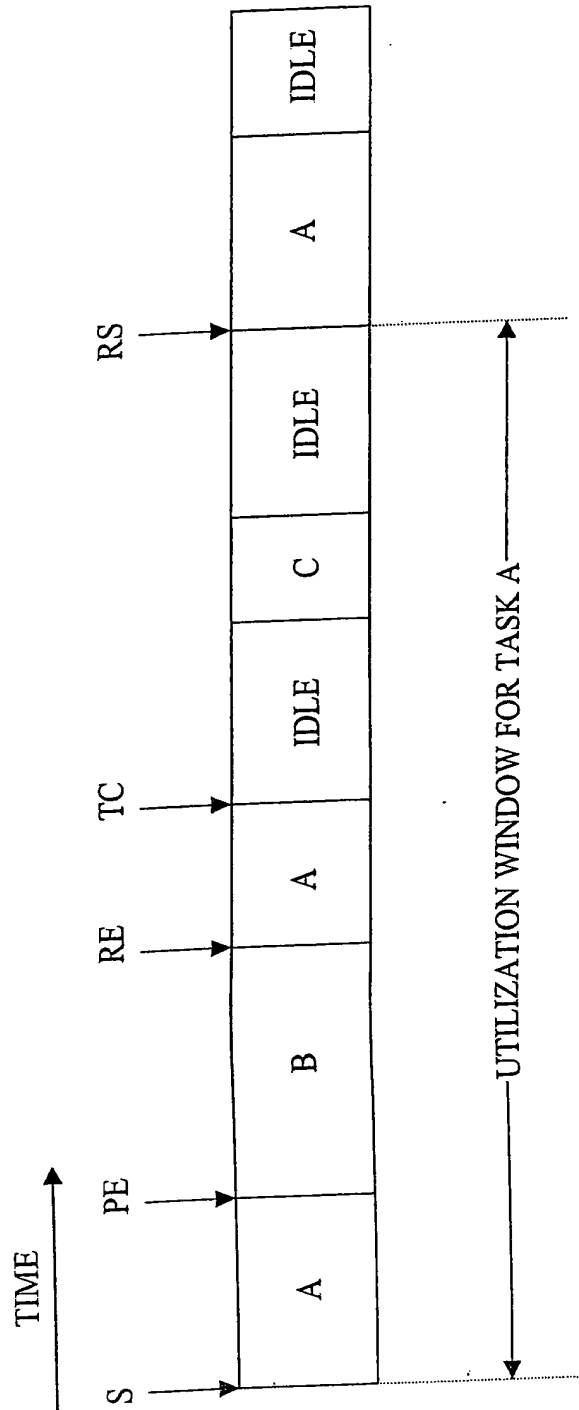


FIGURE 4

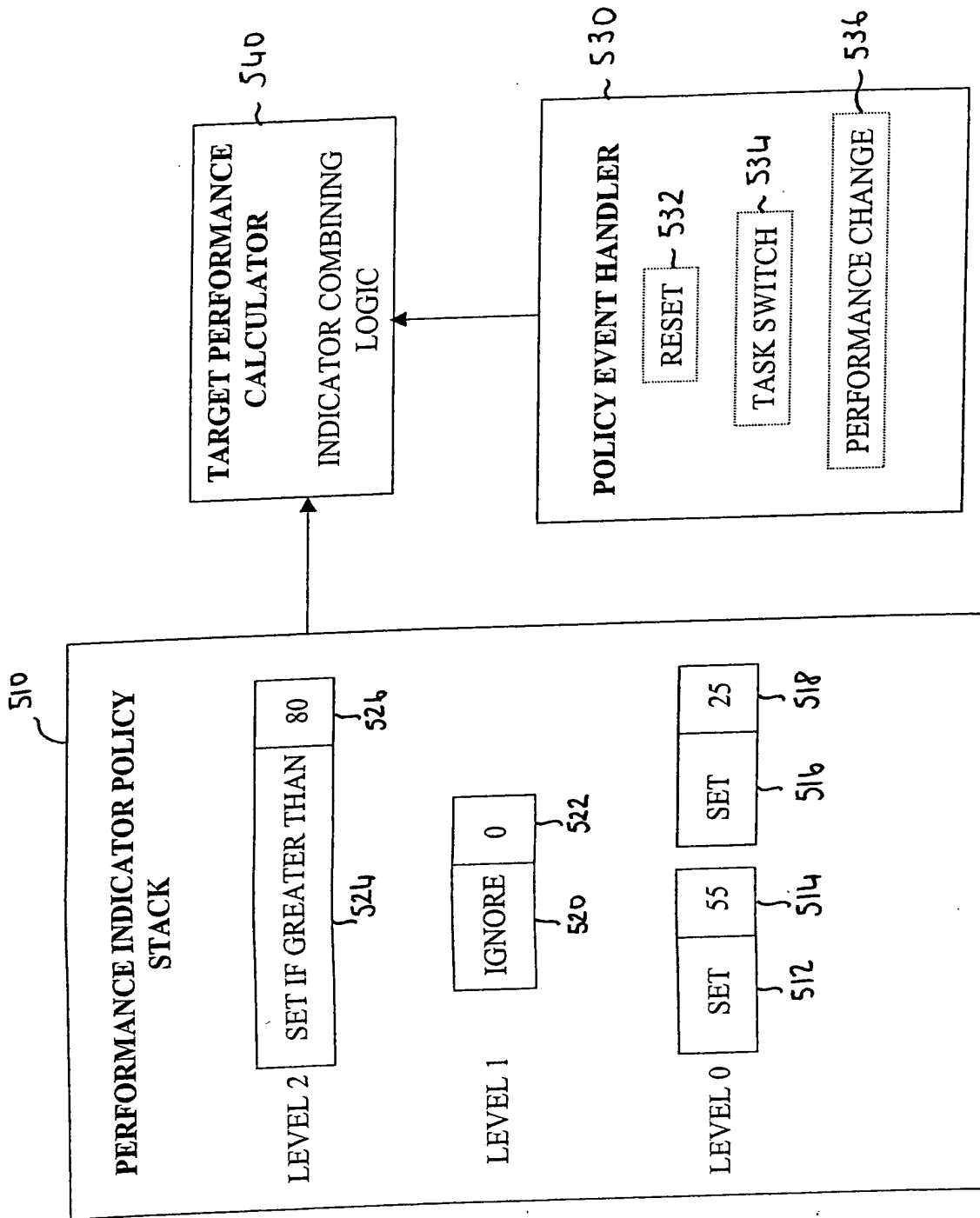


FIGURE 5

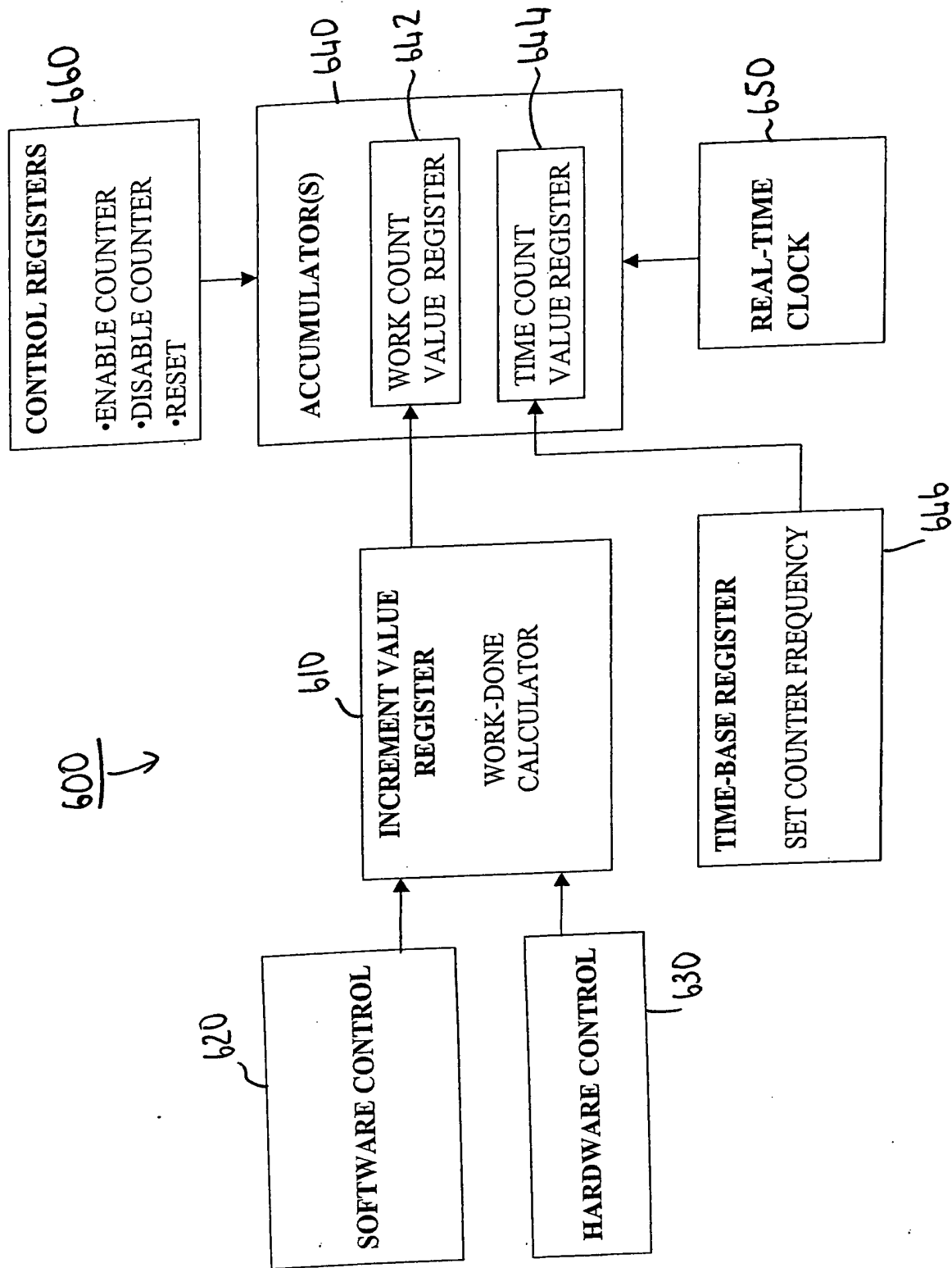


FIGURE 6

700

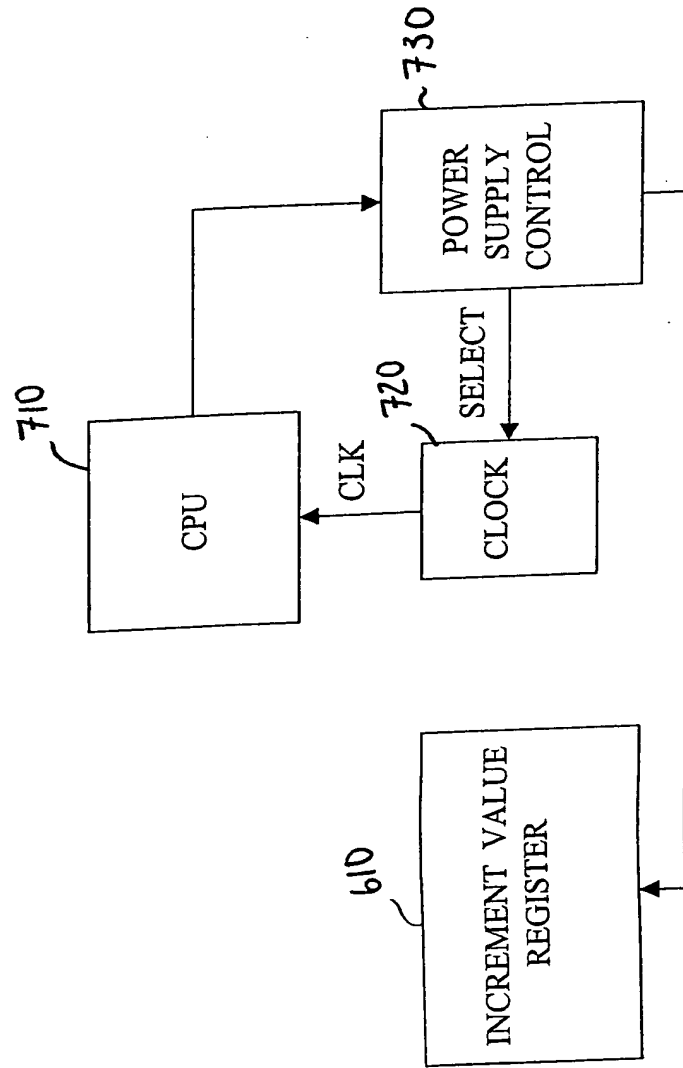


FIGURE 7

	Execution statistics			MPEG decode	
	Length (s)	Idle	Sleep	Ahead (s)	Exactly on time
Danse De Cable 320x160 +audio	247.1	54%	23%	148.10	6
LongRun Present Technique				68.74	1012
Legendary 352x240 +audio	19.4	33%	13%	7.20	19
LongRun Present Technique				4.79	65
Red's Nightmare 320x240	49.1	48%	36%	26.31	5
LongRun Present Technique				16.53	74
Red's Nightmare 480x360	49.3	22%	15%	12.48	87
LongRun Present Technique				8.17	139
Roadkill Turtle 304x240 +audio	121.3	46%	19%	64.93	5
LongRun Present Technique				33.34	237
Sentinel 320x240 +audio	35.6	28%	10%	11.05	80
LongRun Present Technique				6.32	231
SpecialOps 320x240 +audio	60.8	30%	11%	19.01	129
LongRun Present Technique				12.67	305

FIGURE 8



	LongRun					Present Technique					Mean performance reduction over LongRun
	Fraction of time at each performance level (Mhz)				Mean perf level	Fraction of time at each performance level (Mhz)				Mean perf level	
	300	400	500	600		300	400	500	600		
Danse De Cable	6%	19%	33%	54%	89%	51%	48%	0%	0%	59%	34%
Legendary	0%	3%	17%	79%	96%	0%	8%	88%	4%	82%	15%
Red's Nightmare small	11%	35%	35%	19%	80%	95%	2%	0%	3%	52%	35%
Red's Nightmare big	0%	5%	21%	74%	95%	0%	0%	90%	10%	85%	11%
Roadkill Turtle	3%	10%	23%	64%	92%	1%	97%	1%	0%	66%	28%
Sentinel	0%	0%	14%	86%	97%	0%	0%	93%	7%	84%	13%
SpecialOps	1%	2%	14%	83%	96%	0%	2%	93%	4%	83%	14%

FIGURE 9

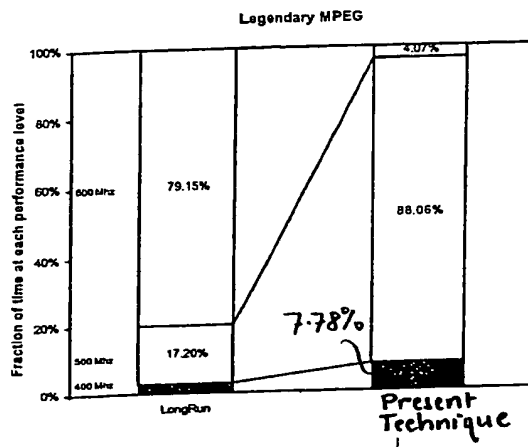


FIGURE 10A

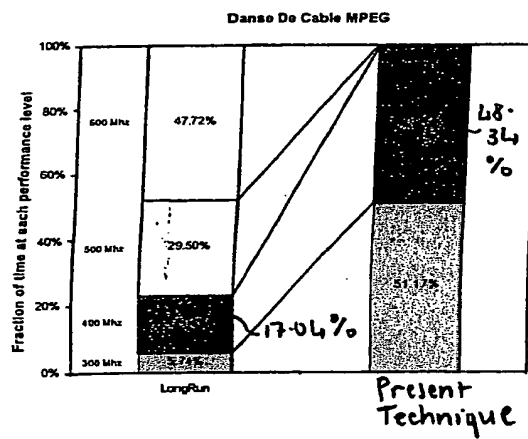


FIGURE 10B

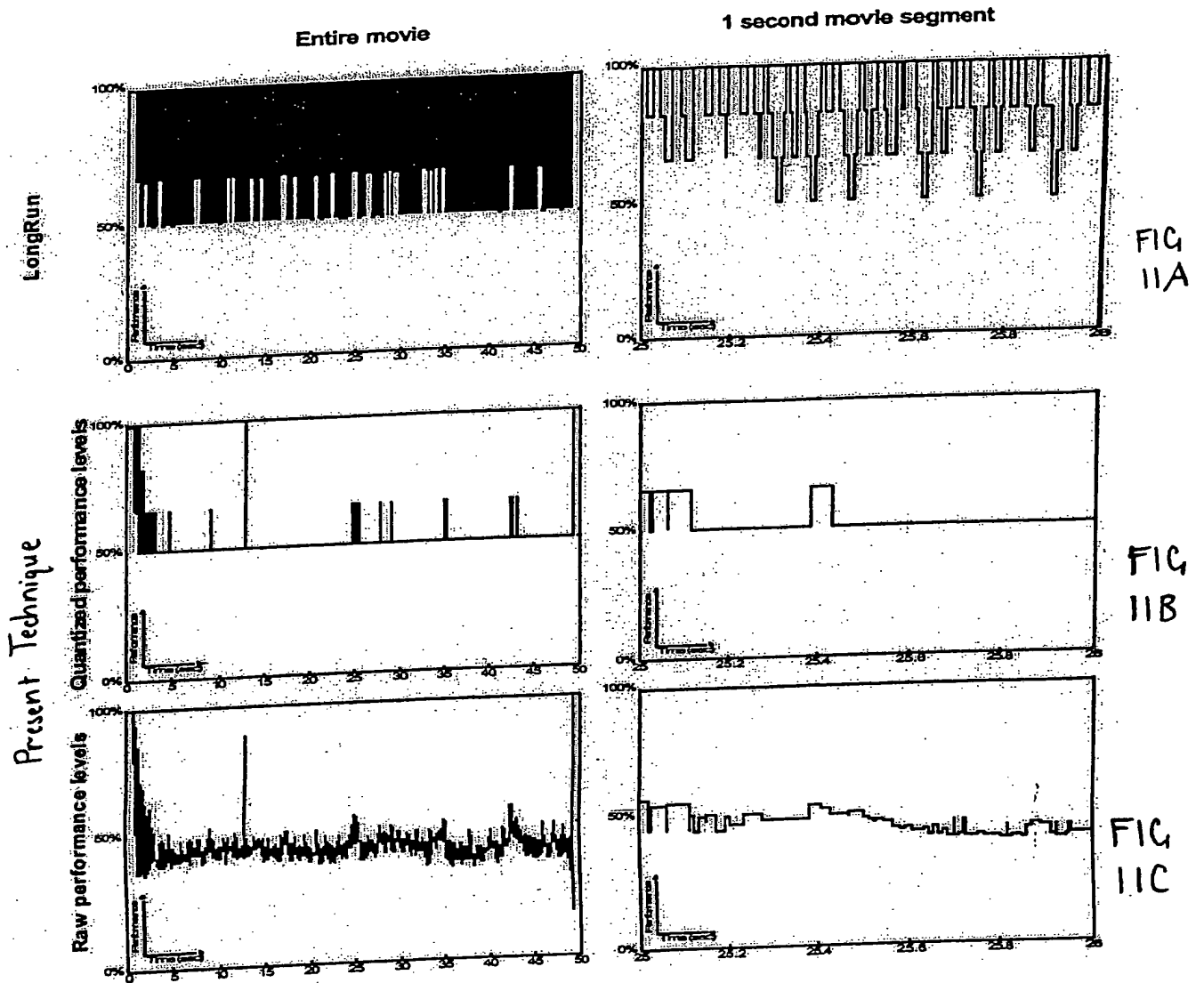


FIGURE 11

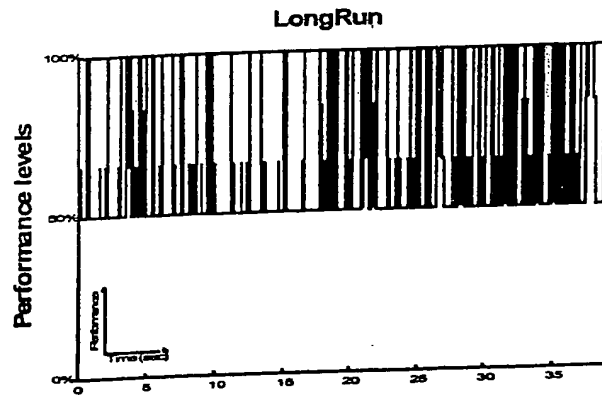


FIGURE 12A

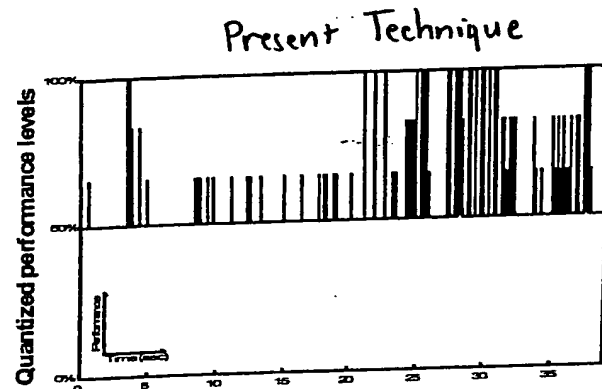


FIGURE 12B

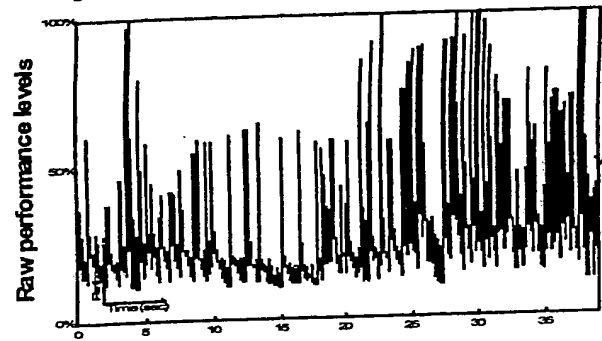


FIGURE 12C

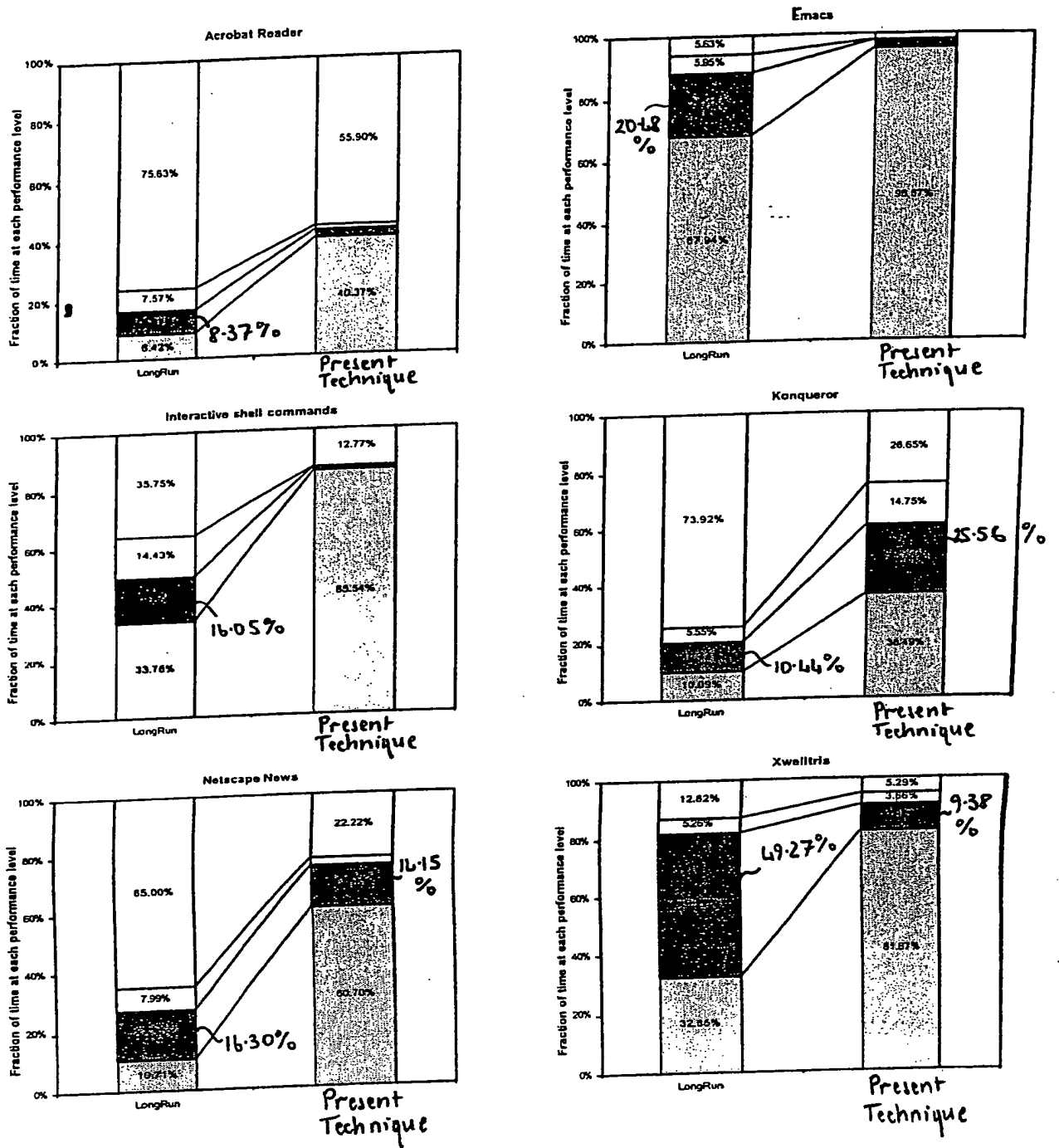


FIGURE 13